

AMENDMENTS TO THE SPECIFICATION:

On page 1, before line 3, please add the following paragraph:

This is a continuation of Application No. 10/307,120, filed July 30, 2002, now pending, which is a continuation of Application No. 09/723,336, filed November 28, 2000, the entire contents of which are hereby incorporated by reference in this application.

The paragraph beginning at page 1, line 3 and going through page 2, line 12:

See the following copending patent applications incorporated herein by reference:

- Application Serial No. 09/465,754, filed December 17, 1999 of Moore et al. entitled "Vertex Cache For 3D Computer Graphics"; claiming benefit from provisional application no. 60/161,915, filed October 28, 1999,
- Application Serial No. 09/726,215_____, filed November 28, 2000 (atty. dkt. no. 723-959), of Fouladi et al. entitled "Method and Apparatus for Buffering Graphics Data in a Graphics System" claiming benefit from provisional application no. 60/226,912 filed August 23,2000;
- Application Serial No. 09/722,367_____, filed November 28, 2000 (atty. dkt. no. 723-968) of Drebin et al. entitled "Recirculating Shade Tree Blender For A Graphics System" claiming benefit from provisional application No. 60/226,888, filed August 23, 2000;
- Application Serial No. 09/722,663_____, filed November 28, 2000 (atty. dkt. no. 723-963) of Fouladi et al. entitled "Graphics System With Copy Out Conversions

Between Embedded Frame Buffer And Main Memory" claiming benefit from provisional application No. 60/227,030, filed August 23, 2000 ;

~~Application Serial No. _____, filed November 28, 2000 (atty. dkt. no. 723-972) of Shimizu et al., entitled "External Interfaces For A 3D Graphics and Audio Coprocessor" claiming benefit from provisional application No. 60/226,884, filed August 23, 2000;~~

- Application Serial No. 09/722,390_____, filed November 28, 2000 (atty. dkt. no. 723-966) of Demers, entitled "Low Cost Graphics System With Stitching Hardware Support For Skeletal Animation" claiming benefit from provisional application No. 60/226,914, filed August 23, 2000;
- Application Serial No. 09/726,216_____, filed November 28, 2000 (atty. dkt. no. 723-967) of Drebin et al., entitled "Achromatic Lighting in a Graphics System and Method" claiming benefit from provisional application No. 60/227,007, filed August 23, 2000.

The paragraph beginning at page 43, line 5:

Figure [[15]] 16 shows an example binary bit stream used to load a projection matrix into transform unit 300 (see Figure 8, block 1004). As described above in connection with Figure 8, the application generally defines a projection matrix in order to transform a primitive from one space into another space (e.g., object space to world space). The transform unit 300 automatically transforms the vertices in the primitive using this projection matrix.

The paragraph beginning at page 43, line 11:

Figure [[15]] 16 shows an example binary bit stream that can be used to load a projection matrix into transform unit 300. In the example embodiment, this loading process involves sending a binary bit pattern of "0x10" to the graphics and audio processor 114 indicating "cp_cmd_xf_loadregs" followed by a 4-byte value. In this 4-byte value, the first eleven bits are 0 padding and the succeeding bits indicate a register address within the transform unit 300 (bits 0-15) and the number of 32-bit registers within the transform unit to be loaded (bits 16-19). Following these bit patterns are a sequence of from one to sixteen 32-bit words specifying projection matrix values.

The paragraph beginning at page 45, line 4:

As described in the above-referenced patent application No. 09/726,215
_____, filed November 28, 2000 (atty. dkt. no. 723-959) entitled "Method and Apparatus for Buffering Graphics Data in a Graphics System," system 50 includes a capability for calling a display list. Figure 17 shows an example binary bit stream format used to call a display object such as a display list. In the example shown, the binary bit pattern format includes an initial "0x40" indicating "CP_CMD_CALLOBJECT", followed by a 4-byte address of the display list in memory as well as a 4-byte count or size of the display list. The 4-byte address field may include an initial seven bits of 0 padding followed by a 25-bit value. The 4-byte count value may include an initial seven

PARIKH et al.
Appl. No. Unknown
November 20, 2003

bits of padding followed by a 25-bit count value indicating the count or size of the display list in 32-byte chunks.